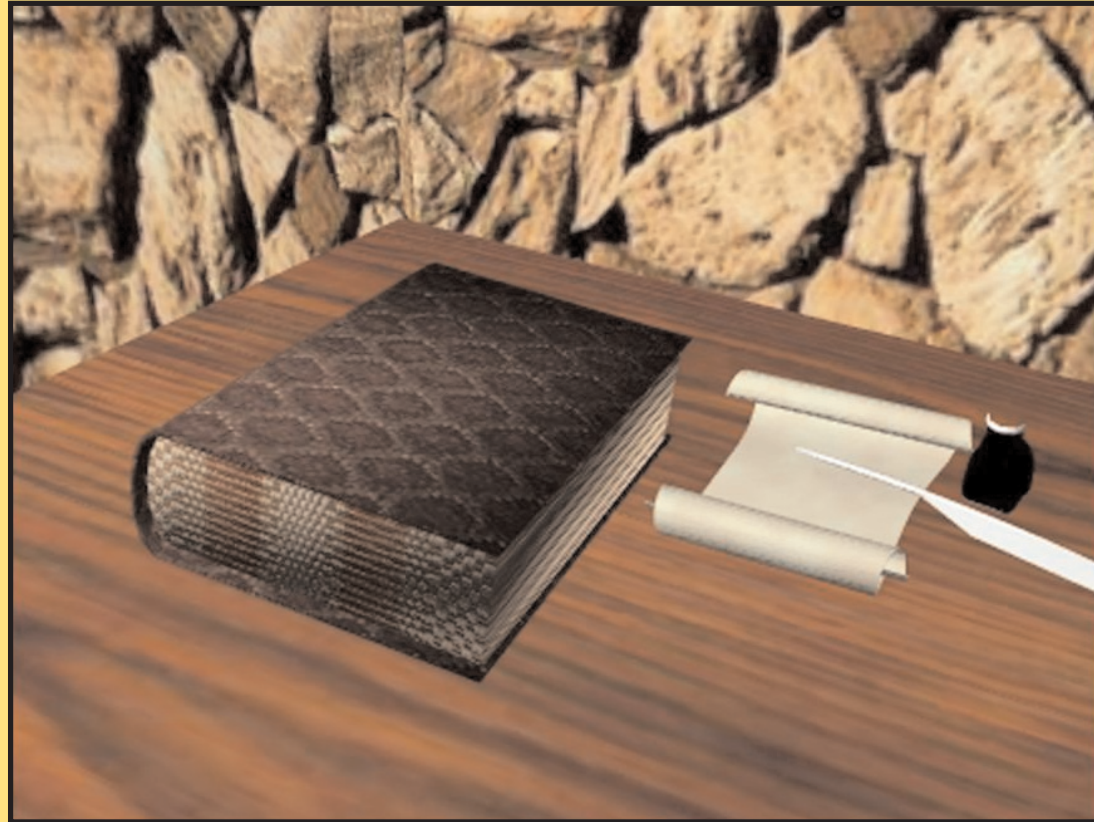


# Adventure Hooks, Nasty Surprises and Grudge Encounters

For GMs of  
Any Fantasy  
RPG



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**By Jeff Aldrich**

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Welcome to Adventure Hooks, Nasty Surprises and Grudge Encounters. This supplement provides the crafty GM with a collection of encounters and situations to offer players of any fantasy RPG. Whether it be to flesh out a boring trip through the city, provide some annoyances to put players in their place, or simply to take out your particular grudge, we hope this supplement will be a guide to you during your games.

Each encounter is provided on a 3" x 5" card. Each card is color coded in the upper right hand corner as follows:

Blue: Urban

Green: Wilderness

Grey: Dungeon

Each encounter also bears a title, description and an encounter type category. The categories are as follows:

Adventure Hook - Lead-in to adventure.

Annoyance - Harassing, but not deadly situation.

Immediate Threat - Dangerous Situation requiring immediate action.

All encounter cards have the possibility of becoming Adventure Hooks if the GM desires, or the PC's continue with the actions brought on by the encounter.

The main purpose of the collection is to provide a ready selection of encounters to flesh out situations that may have been unplanned, or to add spice to a fizzled-out game or to simply dish out some payback to wayward PC's.

The Free Preview you have downloaded contains 12 Encounters for the Urban Setting. Look for the full version coming soon with more encounters for Urban, Wilderness and Dungeon Settings.

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## The Bad Penny

Encounter Type: Immediate Threat

Urban

While the PC's are buying goods from a vendor, the merchant stares at the coins handed over by the PC, looks horrified and begins screaming "Spies! Spies! Help! Guards!". One of the coins used by the PC was minted in and bears the seal of one of this kingdom's enemies. As players rarely check the origin of their coinage, this situation is easily implemented. This situation could lead to the arrest and interrogation of the PC's, or lead to an "escape from the city" scenario. If the PC's need to be in the city as part of a mission, this encounter could be used to make the level of difficulty greater, since they would be considered criminals in the city and could not freely move about.

## Long Lost Friend

Encounter Type: Annoyance

Urban

While wandering about the city, a total stranger spots the PC's and begins smiling and waving frantically. He acts as though the PC's are long lost friends or relatives. He will go to such lengths as to hug them and introduce them to other people in the city (and he knows all of their names!). It is up to the GM to decide the motive (if any) of the annoying friend. He could easily be picking the pockets of the PC's as he hugs them etc. Conversely, he could simply be a disturbed individual.

This encounter can be used as a diversion, or to create paranoia, or to simply annoy the PC's. Keep in mind that the PC's treatment of the "friend" is subject to the scrutiny of townsfolk.

## Bum Rush

Encounter Type: Immediate Threat

Urban

When first entering the city, the PC's immediately find themselves in the middle of a riotous mob of beggars and thieves. The belligerent group should be sized as such to easily allow the mob to subdue the PC's. The mob shouts various accusations at the PC's (true or completely made-up) and proceeds to beat them to the ground. This is a golden opportunity for the GM to have certain items lifted from the PC's by pick-pockets.

The PC's will likely have to wait for the city guards to come in and break the mob up. They might be treated as victims or the city guard might suspect the the well-armed and armored PC's of some mischief that started the riot.

## The Inept Stalker

Encounter Type: Annoyance/Threat

Urban

Inform one of the PC's secretly that they have noticed a shadowy figure following them at a safe distance.

The group is being followed by an inept thug hired by some local underworld power. The thug has mistaken one of the PC's as his mark and is spying on the group's activities. He will report these activities to his boss. Eventually, whether by action of the PC's or action of the boss, it will be discovered that the thug was chasing the wrong person. The boss may decide that the PC's "know too much" and seek to have them eliminated or run out of town.

## The Enamored Bard

Encounter Type: Annoyance

Urban

At the local tavern, the PC's are enjoying their meal. They are approached by an excitable bard who is overjoyed at the chance to meet the group. He begins reciting very bad songs and poetry about the group's exploits. In addition, his songs and poems are completely wrong or overblown with regard to the group's adventures. If the PC's attempt to correct him he will become indignant or weepy and insist that they are all true and that the PC's need not be so humble.

If the PC's decide to become violent, bear in mind that they are in a tavern full of locals who know this particular bard and may (or may not!) like him.

## Fire

Encounter Type: Immediate Threat

Urban

In the middle of the night at the inn, the PC's are awakened by shouts of "Fire! Fire!" When they attempt to leave their rooms, they find the halls outside ablaze. Their first order of business will be escape. Secondly, they must decide if they are going to aid in the attempt to stop the fire. Thirdly, it is discovered that the innkeeper's young daughter is still on an upper story of the building. While rescuing the young girl, the PC's will discover that it was this young girl who started the fire while playing with a candle.

If the PC's tell this to the innkeeper, he may not react favorably to the accusation and the girl, in fear of her father, will deny this. The innkeeper might then accuse the PC's.

## Well Met

Encounter Type: Adventure Hook

Urban

The PC's pass by a fountain or well in the city and are compelled to quench their thirst. Inside the well, they are accosted by a very faint voice, begging for help. They see, what they imagine to be, a young child. After rescuing the "child", it is discovered that they have saved a small water fairy. She is quite weak and being out of water does not help. She explains that she was forced into the city's aqueduct system and ended up in the well. She begs the PC's to return her to her home some distance away.

The fairy is not entirely truthful, she was captured by a wizard and placed in the well for safe-keeping. He will not be thrilled that his prize was stolen and will seek to track the PC's down.

## Potent Wine

Encounter Type: Annoyance

Urban

The local innkeeper offers the PC's several bottles of different wines (make sure the situation is such that the PC's will be tempted to try the different wines - perhaps the innkeeper is rewarding the PC's for some service). Unfortunately, the vintner, who also happens to be a master potion-brewer, has accidentally filled these bottles with magical potions. As the PC's sample the various "vintages" roll randomly for each new bottle to determine what type of potion it is and what effect it has on the drinker. This can result in hilarious to dangerous outcomes. Don't be shy about delayed effects, or problems associated with mixing potions.



## The Stray

Encounter Type: Annoyance

Urban

When the group is walking down the streets or alleys of the town, one of them finds a dirty-looking cat following them. No amount of “shoo-ing” will scare the cat away and, if given the opportunity, the cat will rub against the legs of one PC, purring and attempting to snuggle.

The cat is actually the familiar of a recently murdered wizard and, if treated kindly, will lead the PC's to the wizard's home - full of wizardly treasure and one dead wizard. The PC's could be caught in the home and accused of murder, especially if they are caught looting the house.

## Last Breath

Encounter Type: Immediate Threat

Urban

Late at night, perhaps on the streets, or even in the hall outside the PC's rooms, a cloaked man stumbles into the arms of one of the characters. With his last breath he says, “don't let them take it.” He hands the PC a scroll and promptly dies, sliding to the floor. The cloaked man has a crossbow bolt sticking out of his back.

Nearby can be heard shouts of “he went this way, hurry!” and heavy footfalls are growing more loud. Perhaps the city guard is coming, perhaps it is a deadly cult, perhaps members of a local thieves' guild, or perhaps it is another adventuring group. Even more disconcerting is the fact that the scroll is not written in any language known to the PC's.

## Mostly Dead

Encounter Type: Immediate Threat

Urban

The PC's stumble upon a religious gathering. The makeshift temple in the cellar of a building is full of hooded figures, chanting in raspy voices. The air is thick with acrid smoke of incense, tainted with the faint odor of decay. If the PC's attempt to leave, they find the way blocked by hooded figures.

Within a few minutes of their arrival, all heads turn toward the PC's. Hoods are pulled back to reveal a congregation of animated corpses of various races. The PC's are surrounded and are the focus of glazed stares. What do they want? Perhaps they seek a blood sacrifice, perhaps they seek to silence the PC's, or strangely enough... perhaps they need the PC's help.

## The Adventuring Guild

Encounter Type: Annoyance

Urban

At the city marketplace, a large tent is set up with several clerks at desks and one loud hawker announcing an open membership drive for The Golden Sun Adventuring Guild. The man promises select job offers for members, insurance for death and dismemberment, training at low member-only rates etc.

The tent is full of would-be adventurers signing up and paying membership dues. If the PC's sign up, they are issued membership cards and given a “treasure map” as a signing bonus. The next day, and thereafter, no one representing the guild can be found and the PC's dues are gone with the scam guild. However, is the treasure map truly bogus?